

IN THE CLAIMS

Please amend the claims as follows:

- 1 (Currently Amended) A computerized gaming system, comprising:
a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a game of chance on which monetary value can be wagered in a game mode; and
an audio module, the audio module operable to report information comprising game technical information to a game administrator by a voice played via the audio module while in a service or configuration mode, wherein the audio module is made ~~active~~ operable to report game technical information by a game administrator causing the computerized gaming system to leave the game mode and enter the ~~entering a~~ service or configuration mode .
2. (Previously Presented) The computerized gaming system of claim 1, wherein the computerized gaming system further comprises a mechanical user interface.
3. (Original) The computerized gaming system of claim 2, wherein the mechanical user interface is a mechanical reel slot machine interface.
4. (Original) The computerized gaming system of claim 1, wherein game technical information comprises at least one of a game administrator menu, a game administrator help menu, a game troubleshooting menu, a game test menu, and a game setup menu.
5. (Original) The computerized gaming system of claim 1, the audio module further operable to report error condition information.
6. (Original) The computerized gaming system of claim 5, wherein the audio module is operable to report error condition information upon actuation by a game administrator.

7. (Currently Amended) The computerized gaming system of claim 1, further comprising a monitoring module, the monitoring module operable to monitor the state of one or more components of the computerized gaming system, the audio module further operable to report monitoring module data to a the game technician administrator.

8. (Previously Presented) The computerized gaming system of claim 1, wherein the audio module is further operable to convey information regarding an executing game of chance to a user.

9. (Original) The computerized gaming system of claim 1, the audio module operable to report information comprising game technical information to a game administrator when the game of chance is not executing.

10. (Original) The computerized gaming system of claim 1, the audio module further operable to prompt a game administrator to perform test or configuration functions.

11. (Original) The computerized gaming system of claim 1, the audio module operable to report information in one or more languages.

12. (Currently Amended) A method of providing game administrator interface with a computerized gaming system, comprising:

reporting game technical information of the computerized gaming system to a game administrator via a voice played by an audio system speaker when in a service or configuration mode, wherein the game administrator causes the computerized gaming system to enter the service or configuration mode, the computerized gaming system operable to execute gaming code on a processor to conduct a game of chance on which monetary value can be wagered when in a game mode.

13. (Original) The method of claim 12, wherein the computerized gaming system comprises a mechanical user interface.

14. (Previously Presented) The method of claim 13, wherein the mechanical user interface is a mechanical reel slot machine interface.
15. (Original) The method of claim 12, wherein game technical information comprises at least one of a game administrator menu, a game administrator help menu, a game troubleshooting menu, a game test menu, and a game setup menu.
16. (Previously Presented) The method of claim 12, wherein game technical information comprises error condition information.
17. (Previously Presented) The method of claim 12, wherein the game technical information is reported upon actuation by the game administrator.
18. (Original) The method of claim 12, further comprising monitoring the state of one or more components of the computerized gaming system, and reporting the monitored state as game technical information to the game administrator via the audio system.
19. (Original) The method of claim 12, further comprising conveying information regarding an executing game of chance to a user via the audio system.
20. (Previously Presented) The method of claim 12, the audio system operable to report information comprising game technical information to the game administrator when the game of chance is not executing.
21. (Previously Presented) The method of claim 12, further comprising prompting the game administrator via the audio system to perform test or configuration functions.
22. (Previously Presented) The method of claim 12, the audio system operable to convey information to the game administrator in one or more languages.

23. (Currently Amended) A computerized gaming system, comprising:
a gaming module, comprising a processor and gaming code which is operable when executed on the processor to conduct a game of chance on which monetary value can be wagered in a game mode;
a configuration module, operable to facilitate at least one of gaming system configuration or troubleshooting in a service or configuration mode; and
an audio module, the audio module operable to provide an audio voice interface to the configuration module wherein the audio module is made ~~active~~ operable to report game technical information by a game administrator causing the computerized system to leave the game mode and enter the ~~entering a~~ service or configuration mode.
24. (Original) The computerized gaming system of claim 23, wherein the audio voice interface comprises a hierarchal menu conveyed by voice.
25. (Original) The computerized gaming system of claim 23, wherein the computerized gaming system comprises a game having a mechanical interface operable to convey results of the game of chance.
26. (Original) The computerized gaming system of claim 23, the audio module further operable to convey audio to a player of the game of chance.
27. (Currently Amended) A method of managing a computerized gaming system, comprising:
reporting game configuration module information to a game administrator through voice via a speaker comprising part of an audio module operatively coupled to a game configuration module, wherein the game administrator causes the computerized gaming system to enter the configuration mode, the game configuration module operable to facilitate at least one of configuration or troubleshooting the computerized gaming system, wherein the audio module is made active to report game technical information by entering a service or configuration mode,

the computerized gaming system operable to execute gaming code on a processor to conduct a game of chance on which monetary value can be wagered when in a game mode.

28. (Original) The method of claim 27, further comprising:

receiving game configuration module input from a game administrator in response to audio conveyed via the audio module.

29. (Original) The method of claim 28, wherein the game configuration module input is received via actuating controls configured to provide input for the game of chance.

30. (Original) The method of claim 28, wherein the game configuration module input is received via actuating one or more switches.

31. (Previously Presented) The method of claim 27, wherein reporting game configuration module information to a game administrator through voice via an audio module comprises conveying a hierarchical menu by voice.

32. (Original) The method of claim 27, wherein reporting game configuration module information to a game administrator through voice via an audio module comprises conveying such information in a selected language.

33. (New) A method of providing a game administrator interface with a computerized gaming system, comprising:

operating the computerized gaming system in a game mode in which gaming code is executed on a processor to conduct a game of chance on which a user can wager monetary value; leaving game mode; entering a configuration or service mode based on an action of a game administrator; and reporting game technical information of the computerized gaming system to the game administrator via a voice played by an audio system speaker.

34. (New) The method of providing a game administrator interface with a computerized gaming system of claim 33, further comprising:

detecting a malfunction in the computerized wagering game system.

35. (New) The method of providing a game administrator interface with a computerized gaming system of claim 34, wherein detecting the malfunction causes the computerized wagering game system to leave game mode.